00:03 Okay I got it.
00:05 Last conversation Hotel Two-Six.
00:09 Roger Hotel Two-Six [Apache helicopter 1], uh, [this is] Victor Charlie Alpha. Look, do you want your Hotel Two-Two two el-
00:14 I got a black vehicle under target. It's arriving right to the north of the mosque.
00:17 Yeah, I would like that. Over.
00:21 Moving south by the mosque dome. Down that road.
00:27 Okay we got a target fifteen coming at you. It's a guy with a weapon.
00:32 Roger [acknowledged].
00:39 There's a...
00:42 There's about, ah, four or five...
00:44 Bushmaster Six [ground control] copy [i hear you] One-Six.
00:48 ...this location and there's more that keep walking by and one of them has a weapon.
00:52 Roger received target fifteen.
00:55 K.
00:57 See all those people standing down there.
01:06 Stay firm. And open the courtyard.
01:09 Yeah roger. I just estimate there's probably about twenty of them.
01:13 There's one, yeah.
01:15 Oh yeah.
01:18 I don't know if that's a...
01:19 Hey Bushmaster element [ground forces control], copy on the one-six.
01:21 Thats a weapon.
01:22 Yeah.
01:23 Hotel Two-Six; Crazy Horse One-Eight [second Apache helicopter].
01:29 Copy on the one-six, Bushmaster Six-Romeo. Roger.
01:32 Fucking prick.
01:33 Hotel Two-Six this is Crazy Horse One-Eight [communication between chopper 1 and chopper 2]. Have individuals with weapons.
01:41 Yup. He's got a weapon too.
01:43 Hotel Two-Six; Crazy Horse One-Eight. Have five to six individuals with AK47s [automatic rifles]. Request permission to engage [shoot].
01:51 Roger that. Uh, we have no personnel east of our position. So, uh, you are free to engage. Over.
02:00 All right, we'll be engaging.
02:02 Roger, go ahead.
02:03 I'm gonna... I cant get 'em now because they're behind that building.
02:09 Um, hey Bushmaster element...
02:10 He's got an RPG [Rocket Propelled Grenade]?
02:11 All right, we got a guy with an RPG.
02:13 I'm gonna fire.
02:14 Okay.
02:15 No hold on. Lets come around. Behind buildings right now from our point of view. ... Okay, we're gonna come around.
02:19 Hotel Two-Six; have eyes on individual with RPG. Getting ready to fire. We won't...
02:23 Yeah, we had a guy shoot---and now he's behind the building.
02:26 God damn it.
02:28 Uh, negative, he was, uh, right in front of the Brad [Bradley Fighting Vehicle; an tracked Armored Personal Carrier that looks like a tank]. Uh, 'bout, there, one o'clock. [direction/orientation]
02:34 Haven't seen anything since then.
02:36 Just fuckin', once you get on 'em just open 'em up.
02:38 All right.
02:40 I see your element, uh, got about four Humvees [Armored cars], uh, out along...
02:43 You're clear.
02:44 All right, firing.
02:47 Let me know when you've got them.

02:49 Lets shoot.
02:50 Light 'em all up.
02:52 Come on, fire!
02:57 Keep shoot, keep shoot. [keep shooting]
02:59 keep shoot.
03:02 keep shoot.
03:05 Hotel.. Bushmaster Two-Six, Bushmaster Two-Six, we need to move, time now!
03:10 All right, we just engaged all eight individuals.
03:12 Yeah, we see two birds [helicopters] and we're still fire [not firing].
03:14 Roger.
03:15 I got 'em.
03:16 Two-six, this is Two-Six, we're mobile.
03:19 Oops, I'm sorry what was going on?
03:20 God damn it, Kyle.
03:23 All right, hahaha, I hit [shot] 'em...
03:28 Uh, you're clear.
03:30 All right, I'm just trying to find targets again.
03:38 Bushmaster Six, this is Bushmaster Two-Six.
03:40 Got a bunch of bodies layin' there.
03:42 All right, we got about, uh, eight individuals.
03:46 Yeah, we got one guy crawling around down there, but, uh, you know, we got, definitely got something.
03:51 We're shooting some more.
03:52 Roger.
03:56 Hey, you shoot, I'll talk.
03:57 Hotel Two-Six; Crazyhorse One-Eight.
04:01 Crazyhorse One-Eight; this is Hotel Two-Six. Over.
04:03 Roger. Currently engaging [fighting/shooting at] approximately eight individuals, uh KIA [Killed In Action], uh RPGs, and AK-47s.
04:12 Hotel Two-Six, you need to move to that location once Crazyhorse is done and get pictures. Over.
04:20 Six beacon gaia.
04:24 Sergeant Twenty is the location.
04:28 Hotel Two-Six; Crazyhorse One-Eight.
04:31 Oh, yeah, look at those dead bastards.
04:36 Nice.
04:37 Two-Six; Crazyhorse One-Eight.
04:44 Nice.
04:47 Good shoot.
04:48 Thank you.
04:53 Hotel Two-Six.
04:55 Hotel Two-Six; Crazyhorse One-Eight.
05:03 Crazyhorse One-Eight; Bushmaster Seven. Go ahead.
05:06 Bushmaster Seven; Crazyhorse One-Eight. Uh, location of bodies, Mike Bravo five-four-five-eight eight-six-one-seven [military map grid reference].
05:15 Hey, good on the uh...
05:17 Five-four-five-eight eight-six-one-seven [map grid reference]. Over.
05:21 This is Crazyhorse One-Eight, that's a good copy. They're on a street in front of an open, uh, courtyard with a bunch of blue uh trucks, bunch of vehicles in the courtyard.
05:30 There's one guy moving down there but he's uh, he's wounded.
05:35 All right, we'll let 'em know so they can hurry up and get over here.
05:40 One-Eight, we also have one individual, uh, appears to be wounded trying to crawl away.
05:49 Roger, we're gonna move down there.
05:51 Roger, we'll cease fire.
05:54 Yeah, we won't shoot anymore.
06:01 He's getting up.
06:02 Maybe he has a weapon down in his hand?
06:04 No, I haven't seen one yet.
06:07 I see you guys got that guy crawling right now on that curb.

06:08 Yeah, I got him. I put two rounds [30mm cannon shells] near him, and you guys were shooting over there too, so uh we'll see.
06:14 Yeah, roger that.
06:16 Bushmaster Thirty-Six Element; this is uh Hotel Two-Seven over.
06:21 Hotel Two-Seven; Bushmaster Seven go ahead.
06:24 Roger I'm just trying to make sure you guys have my turf [area], over.
06:31 Roger we got your turf.
06:33 Come on, buddy.
06:38 All you gotta do is pick up a weapon.
06:44 Crazyhorse this is Bushmaster Five, Bushmaster Four break. We are right below you right time now can you walk us onto that location over.
06:54 This is Two-Six roger. I'll pop flares [drop flares]. We also have one individual moving. We're looking for weapons. If we see a weapon, we're gonna engage.
07:07 Yeah Bushmaster, we have a van that's approaching and picking up the bodies.
07:14 Where's that van at?
07:15 Right down there by the bodies.
07:16 Okay, yeah.
07:18 Bushmaster; Crazyhorse. We have individuals going to the scene, looks like possibly uh picking up bodies and weapons.
07:25 Let me engage.
07:28 Can I shoot?
07:31 Roger. Break. Uh Crazyhorse One-Eight request permission to uh engage.
07:36 Picking up the wounded?
07:38 Yeah, we're trying to get permission to engage.
07:41 Come on, let us shoot!
07:44 Bushmaster; Crazyhorse One-Eight.
07:49 They're taking him.
07:51 Bushmaster; Crazyhorse One-Eight.
07:56 This is Bushmaster Seven, go ahead.
07:59 Roger. We have a black SUV-uh Bongo truck [van] picking up the bodies. Request permission to engage.
08:02 Fuck.
08:06 This is Bushmaster Seven, roger. This is Bushmaster Seven, roger. Engage.
08:12 One-Eight, engage.
08:12 Clear.
08:13 Come on!
08:17 Clear.
08:20 Clear.
08:21 We're engaging.
08:26 Coming around. Clear.
08:27 Roger. Trying to uh...
08:32 Clear.
08:35 I hear 'em co.. I lost 'em in the dust.
08:36 I got 'em.
08:41 I'm firing.
08:42 This is Bushmaster Forty got any BDA [Battle Damage Assessment] on that truck. Over.
08:44 You're clear.
08:47 This is ah Crazyhorse. Stand by.
08:47 I can't shoot for some reason.
08:49 Go ahead.
08:50 I think the van's disabled.
08:53 Go ahead and shoot it.
08:54 I got an azimuth limit for some reason [gunner moved gunsight too far]
09:00 Go left.
09:03 Clear left.
09:15 All right, Bushmaster Crazyhorse One-Eight.
09:20 A vehicle appears to be disabled.
09:22 There were approximately four to five individuals in vehicle moving bodies.
09:28 Your lead Bradley should take the next right.
09:31 That's cruising east down the road.

09:34 No more shooting.
09:38 Crazyhorse; this is Bushmaster Four. We're moving a dismounted element [troops] straight south through the Bradleys [tanks].
09:44 I have your Elem- uh, Bradley element turning south down the road where the engagements were.
09:53 Last call on station's uh Bradley element say again.
09:56 Roger this is Crazyhorse.
09:58 Your lead Bradley just turned south down the road where all the engagements [shooting] happened.
10:03 Should have a van in the middle of the road with about twelve to fifteen bodies.
10:11 Oh yeah, look at that. Right through the windshield!
10:14 Ha ha!
10:16 All right. There were uh approximately four to five individuals in that truck, so I'm counting about twelve to fifteen.
10:24 I would say that's a fairly accurate assessment so far.
10:27 Roger that.
10:29 I want to just be advised Six, Bushmaster Six are getting mounted up right now.
10:35 Okay, roger. Hey, we can't flex down that road towards that, uh, where Crazyhorse engaged.
10:43 So, uh, I don't know if you want us to do so or stay put. Over.
10:46 Why can't they go down there?
10:56 I think we whacked [killed] 'em all.
10:58 That's right, good.
10:59 This is Hotel Two-Six.
11:03 Hey you got my dismounted element [troops] right there over to your left.
11:06 Roger, I see 'em.
11:11 Hey yeah, roger, be advised, there were some guys popping out with AKs behind that dirt pile break.
11:19 We also took some RPGs off, uh, earlier, so just uh make sure your men keep your eyes open.
11:26 Roger.
11:27 And, uh, Bushmaster ahead are, uh, Hotel Two-Six; Crazyhorse One-Eight.
11:33 Crazyhorse One-Eight; this is Hotel Two-Six.
11:35 Yeah Two-Six; Crazyhorse One-Eight.
11:37 Uh, location I have about twelve to fifteen dead bodies.
11:42 Uh, where else are we taking fire from?
11:48 Currently we're not being engaged, ah, but just south of that location. Break.
11:55 You should see dismounted elements with Humvees [armored cars] moving to the east, over.
12:01 This is Crazyhorse One-Eight; we have elements in sight.
12:05 Bushmaster Three-Six.
12:07 I'm gonna get down a little lower.
12:09 All right.
12:10 I'm gonna come down a little lower and take a quick gander.
12:13 Roger that.
12:14 Six; this is four. We're headed to the area where Crazyhorse engaged.
12:26 Bushmaster Six; this is Hotel Two-Six.
12:28 Request to go to the south to our original BP so if you flushed them to the south we will be there to uh intercept over.
12:39 Hey this is Bushmaster Seven; we're coming up on B... on the ass end of the Brads [tanks].
12:54 Hey uh, Bushmaster Element; this is Copperhead One-Six break.
13:00 We're moving in the vicinity of the engagement area and looks like we've got some slight movement from ah, the ah van that was engaged.
13:06 Looks like a kid. Over.
13:11 This is Bushmaster Seven, roger. Uh, we're about a hundred meters behind you.
13:16 Got that big pile, to the right?
13:18 Roger, you gonna pull in here? Do you want me to push stuff so you can, uh, get clear of it?
13:21 Right on the corner?
13:22 What's that?

13:23 Got that big pile of bodies to the right, on the corner?
13:24 Yeah, right here.
13:25 We got a dismounted infantry and vehicles, over.
13:30 Again, roger.
13:31 And clear.
13:48 There's the Bradley right there.
13:51 Got 'em.
14:00 Hotel two-six; are you uh at this grid over?
14:05 Yeah I wanted to get you around so didn't you just get that one dude to scare them all away. It worked out pretty good.
14:11 I didn't want those fuckers to run away and scatter.
14:12 Yeah.
14:15 Bushmaster Six; Hotel Two-Six. Roger, we linked up with our two element they are all mounted up in our trucks break.
14:23 We moved south so that we could ah possibly intercept personnel being flushed south. So we are vicinity Fifth Street.
14:30 And ah please line Gadins. Over.
14:37 Bring the trucks in, cordon this area off.
14:39 Can we move the Bradley forward so we can bring trucks in and cordon off this area.
14:44 If the Bradleys could take the south cordon, that could help out a lot.
14:53 Bushmaster or element. Which Element called in Crazyhorse to engage the eight-elem- eight-men team on top of a roof.
15:02 Bushmaster Six; this is Hotel Two-Six. Uh, I believe that was me.
15:07 They uh had AK-47s and were to our east, so, where we were taking small arms fire. Over.
15:20 Hotel Crazyhorse One-Eight.
15:26 Crazyhorse One-Eight; this is Hotel Two-Six.
15:28 Yeah Two-Six. One-Eight I just also wanted to make sure you knew that we had a guy with an RPG cropping round the corner getting ready to fire on your location.
15:36 That's why we ah, requested permission to engage.
15:40 Ok, roger that. Tango mike.
15:46 Hotel Two-Six; do you understand me, over?
15:51 I did not copy last, uh, you got stepped on. Say again please?
16:00 They cordoned off the building that the helicopters killed the personnel on.
16:04 Don't go anywhere else we need to cordon off that building so we can get on top of the roof and SSC the building. Over.
16:13 Hotel Two-Six; Crazyhorse One-Eight.
16:16 This is Hotel Two-Six.
16:19 Hey, whoever was talking about rooftops, know that all the personnel we engaged were ground level. I say again ground level.
16:27 Roger I copy ground level. Over.
16:30 One-Eight roger.
16:33 Can I get a grid to that one more time please?
16:36 Target twenty.
16:36 Roger.
16:40 You want me to take over talking to them?
16:42 S'alright.
16:46 Seven-Six Romeo Over.
16:49 Roger, I've got uh eleven Iraqi KIAs [Killed In Action]. One small child wounded. Over.
16:57 Roger. Ah damn. Oh well.
17:04 Roger, we need, we need a uh to evac [evacuate] this child. Ah, she's got a uh, she's got a wound to the belly.
17:10 I can't do anything here. She needs to get evaced. Over.
17:18 Bushmaster Seven, Bushmaster Seven; this is Bushmaster Six Romeo.
17:20 We need your location over.
17:25 Roger, we're at the location where Crazyhorse engaged the RPG fire break.
17:37 Grid five-four-five-eight.
17:46 Well it's their fault for bringing their kids into a battle.
17:48 That's right.

17:56 Got uh, eleven.
18:01 Yeah uh, roger. We're monitoring [observing].
18:02 Sorry.
18:04 No problem.
18:07 Correction eight-six-one-six.
18:16 Looking for more individuals-south.
18:18 Bushmaster Six-Bushmaster Seven.
18:29 I think they just drove over a body.
18:31 Hey hey!
18:32 Yeah!
18:37 Maybe it was just a visual illusion, but it looked like it.
18:41 Well, they're dead, so.
18:44 Bushmaster Six; Hotel Two-Six over.
18:56 Six; this is Four. I got one individual looks like he's got an RPG round laying underneath him. Break.
19:05 Probably like to get...
19:10 Look at that.
19:12 Bushmaster Six; Hotel Two-Six over.
19:29 Bushmaster Six; Romeo Hotel Two-Six over.
19:44 Bushmaster Six; Hotel Two-Six over.
19:56 Hotel Two-Six; Bushmaster Seven colocated with Six.
20:08 Hotel Two-Six; Bushmaster Seven.
20:10 Bushmaster Seven; Hotel Two-Six over.
20:14 Roger, we got a little girl who needs to be evaced. What's your location over?
20:22 On route Gadins, I am all the way to the south. So I am Gadins and Fifth Street.
20:28 I say again Gadins and Fifth Street, over.
20:40 Bushmaster Seven; Hotel Two-Six. Do you want us to push to your location?
20:55 Hey, uh, I need to get the Brads to drop rads I got a wounded little girl we need to take her off the maya.
21:04 Bushmaster Seven; Hotel Two-Six. Do you want us to move to your location over?
21:30 Bushmaster Six; Hotel Two-Six over.
21:34 Hotel Two-Six; this is Bushmaster Seven. Roger, come to our location.
21:39 Okay, roger, we're coming up north on Gadins and then we will push east to your location.
22:06 Bushmaster elements be advised we have friendlies coming from the south to your location. Over.
22:13 All right, got 'em moving up from the south.
22:35 Bushmaster elements be advised we are coming up from the east.
23:49 Hey One-Two; follow me over. I'm going to try and get out of here as quickly as possible.
24:10 You guys all right back there?
24:13 Yeah, we're with you.
24:35 Lotta guys down there.
24:37 Oh yeah.
24:37 Came out of the woodwork.
24:38 This is Operation, ah, Operation Secure.
25:16 Yeah we have fifty rounds left.
25:17 Yep.
25:19 Two-Six; Six Romeo over.
25:21 Two-Six; Romeo over.
25:23 Hey roger, what's your current location over?
25:47 Six; speak it's Romeo.
25:50 Three-Six Romeo; Six Romeo over.
25:52 Roger, at the six once it's back on this guy.
25:56 Lost him.
26:00 What's he got for us?
26:01 Stand by.
26:06 Hotel Two-Six; Crazyhorse One-Eight.
26:21 Hey, did you got action on that target yet over?
26:25 Speak to Charlie roger.
26:32 Hotel Two-Six; Crazyhorse One-Eight.

26:55 Bushmaster Six; Crazyhorse One-Eight.
26:59 Roger, you have traffic over.
27:02 Roger. Uh, just wondering if you had anything else you wanted us to drive on?
27:08 Yeah roger keep on, ah, for the time being over.
27:11 Six calls Six Romeo. Can you tell battalion that two civilian children casualties are coming back to SMI in the Bradley over.
27:26 Six calls Six Romeo.
27:29 Bushmaster Six Copper White Six.
27:32 Copperhead White Six; this is Bushmaster Six Romeo over.
27:36 Roger, that's a negative on the evac of the two, ah, civilian, ah, kids to, ah, rusty they're going to have the IPs [Iraqi Police] link up. They can put us over here. Break. IPs will take them up to a local hospital over.
27:50 Copy over.
27:54 One six oh.
28:08 ... they're all going to.
28:10 Say again?
28:12 Where all those dismounts [infantry] are going to?
28:18 Going into this hous-. Sorry
29:29 Three Six, Three Six; Bushmaster Six Romeo over.
29:37 Six Romeo, Six Romeo.
29:39 Roger, Bushmaster Seven wants an up on all personnel in your battalion over.
29:44 Roger.
30:08 ...friendlies [US troops] on the roof.
30:10 Crazyhorse One-Eight; this is Bushmaster Four over.
30:12 Bushmaster Four; this is Crazyhorse One-Eight.
30:15 Roger, I can ah hear small arms fire from your engagement area at two zero zero zero ah about three hundred meters from that objective over.
30:27 Crazyhorse; from what I understand small arms fire at two zero zero zero degrees about two hundred meters.
30:39 Just to the southwest.
30:41 Yup.
30:49 Right about where we engaged.
30:51 Yeah, One of them with that RPG or whatever.
30:55 He's got a weapon. Got an RK--AK 47.
30:58 Hotel Two-Six; Crazyhorse One-Eight.
31:02 Gonna lose him.
31:03 Crazyhorse One-Eight this is Hotel Two-Six over.
31:08 Roger, have another individual with a weapon.
31:10 Dammit, they're in the same building.
31:12 Hey roger that, just make sure that ah, you're firing from west to east over.
31:16 Just went in the building.
31:18 Crazyhorse Three and Four will be on their way.
31:21 The individual walked into the building previously past grid [map reference]. So there's at least six individuals in that building with weapons.
31:30 We can put a missile in it.
31:31 If you'd like, ah, Crazyhorse One-Eight could put a missile in that building.
31:46 It's a triangle building. Appears to be ah, abandoned.
31:51 Yeah, looks like it's under construction, abandoned.
31:52 Appears to be abandoned, under construction.
31:56 Uh, like I said, six individuals walked in there from our previous engagement.
32:01 Crazyhorse One-Eight; this is Bushmaster Six Romeo. If you've PIDed [Positively IDentified] the individuals in the building with weapons, go ahead and engage the building over.
32:08 Crazyhorse One-Eight; will be coming up north to south engaging with Hellfire [missiles].
32:13 All right, I'm going to do manual.
32:17 All right, we've been cleared to engage with...
32:18 This is Bushmaster Six Romeo. Crazyhorse One Eight is going to be engaging north to south with Hellfire missiles over.
32:24 This is Hotel Two-Six. Roger.
32:26 All right, you ready?

32:27 No, I'm trying to get over to the November [target]. Trying to find the fucking...
32:33 This is Bushmaster Six. Has that RPG round been extended already or is it still live, over.
32:38 Looks live to me.
32:40 Let me know when you're going to fire.
32:44 All right, I'm fucking having a brain fart. Where's the man [manual] advancement?
32:48 You got one on the clutch on the bottom left on your left door.
32:54 Roger let me stand by.
32:57 Got it?
32:59 No.
33:03 All right.
33:09 Let me just put a kilo [Hellfire missile] in there.
33:12 Ok.
33:15 Got it?
33:21 Put a kilo in?
33:22 All right, let me get back.
33:26 I'm gonna come around, get some more distance.
33:27 Roger that, you're clear.
33:33 Got more individuals in there.
33:36 You wanna hit from north to south or you wanna go from west to east? I don't wanna fire with the friendlies [US forces] right there, you know.
33:41 Yeah, go north to south.
33:53 Right, come around, right.
33:56 I'm just gonna put one or two in, if they want any more.
34:09 Right.
34:12 Found the missile.
34:15 Roger, I'll get you in this straight.
34:16 You're clear.
34:17 I'm firing.
34:26 Target hit.
34:28 It was a missile.
34:29 Left.
34:32 You're clear. I'm above you.
34:36 Crazyhorse One-Eight; was that explosion you engaging over?
34:38 Crazyhorse One Eight, roger. Engaging building with one hellfire.
34:46 Let's come around and we'll clear the smoke. We'll fire one more.
34:50 Hey uh, we're going to wait for the smoke to clear.
34:52 Yes Crazyhorse One Eight now. We're going to put one more missile into the building.
34:57 Yeah, did it ah, go in the building? I see the wall knocked out of the way.
34:59 Yeah, it went in.
35:01 Bushmaster Six Romeo; this is Hotel Two-Six. Yeah roger, that was Crazyhorse engaging with one Hellfire over.
35:10 Yeah roger, I got a November [target] if you want.
35:12 Fire away.
35:13 You want us to fire?
35:18 You ready?
35:19 Yep.
35:20 Bushmaster Six Romeo. They are going to engage ah, with one more Hellfire in that building.
35:24 Uh shit, why I do I have AP flashing on there? [warning on helicopter display]
35:47 We're not even going to watch this fucking shit?
35:49 Till next one. It won't come around, I need a little more distance.
35:53 Still want me to shoot?
35:57 You guys, following hot.
35:59 Roger.
36:13 You are clear.
36:14 Roger.
36:16 You going to bring up the missile?

36:18 Roger.
36:19 And firing.
36:20 Come down? There you go.
36:23 Fire.
36:24 All right.
36:28 I've got, ah BACKSCATTER [warning on helicopter display].
36:30 All right, come around.
36:32 Roger.
36:34 Coming around left, backscatter.
36:49 Firing.
36:53 There it goes! Look at that bitch go!
36:56 Patoosh!
37:03 Ah, sweet.
37:07 Need a little more room.
37:09 Nice missile.
37:11 Does it look good?
37:12 Sweet!
37:16 Uh, you ready?
37:18 Roger.
37:30 There's a lot of dust.
37:36 Crazyhorse One-Eight; this is Hotel Two-Six. Was there a BDA [Battle Damage Assessment]?
37:40 This is Crazyhorse One-Eight. Stand by, engaging with another Hellfire.
37:43 All right.
37:45 You're clear.
37:47 Lemme know when I'm clear.
37:50 Roger that.
37:59 He wasn't.
38:02 Hotel Two-Six; Crazyhorse One-Eight.
38:07 Crazyhorse One-Eight.
38:09 Roger, building destroyed. Engaged with three hellfire missiles.